

## experience

### VR Designer/Developer

Dec '18 to Present

*Virtual Construction Lab of Schüco*

Took ownership and lead development over the company's proprietary VR products. Designed and developed a virtual showroom to exhibit products as well as a training simulation for internal use. Developed interactions from opening and closing window-systems, manipulating complex geometry in real-time, and even creating navigational systems to help users move through a virtual space.

### Freelance Visual Designer

May '13 to Dec '18

*Clients include MTV, MM.Lafleur, DarioDesigns, Annie Berman, DIVAS for Social Justice*

Completed a range of commissions in audio-visual, photo, 3D, VR, & game. Specialized in designing and curating 3D/VR experiences in the Unreal Engine for various clientele in team-based settings and motion capture. Additionally: Consulting CTOs about client wishes, what's possible, what's not. Researched solutions, created mock ups, and was the go-to for questions about technology and user experience.

### Art Director

Jul '18 to Nov '18

*Brigade Marketing, LLC*

Provided day to day design and art direction for Brigade clients, to include, but not limited to: Universal Pictures, Disney, Fox, and Warner Brothers. Created video comps, graphics, posters, web banners, video ads, motion graphic templates, and other high profile advertising material for these companies.

### Lead Virtual Reality Designer

Feb '18 to Nov '18

*Kyriakopoulos, LLC*

Worked closely with creative director to designs and develop a VR narrative adventure exploring the complexities of domestic violence utilizing green screen multimedia implantation, Unreal Engine, and Maya. Lead and took ownership over all technical decisions, designed and developed the environment, interactions, UX, and aesthetics.

### VR Designer/Developer

Aug '17 to Dec '17

*Psyche Media, LLC*

Worked with clients via the company to figure out the best solutions to their VR-related inquiries and then followed through on execution. Created custom boutique shopping experiences for major brands under direction from CEO. Worked and researched extensively to find unique solutions to difficult problems.

## skills

<b>audio</b>	editing, mixing, recording
<b>photo/video</b>	digital, film, editing, producing
<b>graphic design</b>	social media, desktop/mobile, poster/physical
<b>design &amp; development</b>	video game and game design principles, interactive narrative, VR, AR, 3D modelling/animation, motion capture, optimization for mobile/desktop/VR/AR
<b>consulting</b>	UX/UI, 3D printing, physical computing, social media, creative direction, problem solving

## software

Reaper, Audacity, Audition
Premiere, After Effects, Photoshop
Illustrator, Powerpoint, Slides, InDesign
Unreal Engine, Unity, Maya, Mudbox, 3DS Max, Max/MSP

## education

**NYU Tandon School of Engineering / Bachelor of Science in Integrated Digital Media** Class of '17